The challenge:

Deliver high quality Game Streaming to consumer devices over bandwidth-limited IP connections at the very low latency required for real-time gaming to as many subscribers and as many different devices as possible.

Many current target devices lack the *hardware* to support complex new codecs such as AV1 and VVC

LCEVC solution:

1. Compression Efficiencies: 30% - 40% better compression than AVC or HEVC alone
2. LCEVC is added as a *software* decoder update, on existing target devices.

Solution uniqueness:

LCEVC's low-complexity means it can be supported as a software decoder on existing devices

LCEVC implementation:

V-Nova's LCEVC encoding **GPU SDK** provides high compression efficiency. Ultra-low latency operation is also supported.
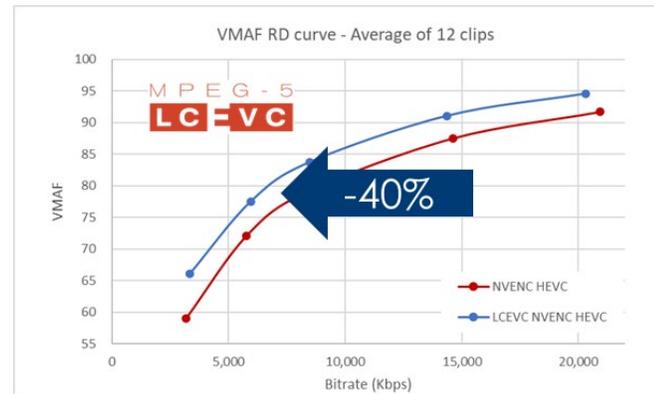
HEVC vs LCEVC + HEVC (using NVIDIA NVENC as the HEVC encoder)